

VAMPIRE

THE REQUIEM

Name	Mask	Clan
Player	Dirge	Bloodline
Chronicle	Concept	Covenant

ATTRIBUTES

<i>Power</i>	Intelligence	00000	Strength	00000	Presence	00000
<i>Finesse</i>	Wits	00000	Dexterity	00000	Manipulation	00000
<i>Resistance</i>	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

OTHER TRAITS

Mental
(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

Disciplines

_____	00000
_____	00000
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Health

00000000000000000000

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Willpower

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Blood Potency

0000000000

Physical
(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

Merits

_____	00000
_____	00000
_____	00000
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Vitae

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Humanity

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

Social
(-1 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Presuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

Aspirations

Banes

Size: _____

Speed: _____

Defense: _____

Armor: _____

Initiative Mod: _____

Beats: □ □ □ □ □

Experiences: _____

Aspirations 3 • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan • Covenant • Blood Potency 1 • Disciplines 3 (Two dots must be in clan) • Merits 10 • Health = Stamina + Size + Resilience • Willpower = Resolve + Composure
Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits + Athletics + Celerity • Initiative Mod = Dexterity + Composure • Speed = Size + Strength + Dexterity • Starting Humanity = 7 • Vitae = d10 roll

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Rites

Languages

Conditions

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Other Traits

Devotions

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Total Experience: _____

Spent Experience: _____

Notes

True Age
Apparent Age
Date of Birth
Date of Death
Appearance
Distinguishing features
History